

STEAM™ rules for Alabama Railways, Antebellum Louisiana & Four Corners

Use the Standard or Basic rules in addition to the rules presented here for these expansions. When bidding using the Standard rules in Alabama Railways and Antebellum Louisiana, the first player to drop out of the auction pays nothing.

Alabama Railways

2 players

Alabama's railroads sprung out quickly from the major cities to the rural areas throughout the state. Unfortunately, those rural areas could not afford to pay full price for their goods.

Setup

Remove the yellow and purple cubes from the game.

Remove the yellow, purple and two gray cities from the game.

Place 3 random (red, blue or black) cubes on each city.

Place sets of 3 random (red, blue or black) cubes on the goods growth spaces.

Urbanization, Locomotive and City Growth actions

The only available actions are the Urbanization, Locomotive and City Growth actions.

Goods Delivery

When a good is delivered, link credit received for that good (whether income or VPs) is one less than the number of links it is delivered through. Goods may not be delivered to brown cities. If a good is delivered over more than one player's track, the player doing the delivery determines which player gets one less link credit for that delivery.

Game Length

The game ends after 8 turns (the 4 player end).



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Antebellum Louisiana

2 players

Railroads sprung up all over Louisiana immediately preceding the Civil War. As the railroads grew, so did towns along those railroads, some of which turned into cities. It's up to you to quickly fill Louisiana with railroads and towns.

Setup

Remove the yellow and purple cubes from the game.

Remove the yellow, purple and two gray cities from the game.

Place 5 random (red, blue or black) cubes on Shreveport and New Orleans.

Place sets of 3 random (red, blue or black) cubes on the city growth spaces.

Urbanization, Locomotive and City Growth actions

The only available actions are the Urbanization, Locomotive and City Growth actions. When City Growth is chosen, do not place a Goods Growth marker on the city that receives the cubes; this allows Shreveport and New Orleans to produce cubes multiple times.

Creating Towns

While building track, a player may place one or more new towns on top of any track that he owns (even if the track was built on a prior turn) for a \$3 fee and does not count as a track tile build. The \$3 fee is in addition to the cost of the track if the track is built that turn. New towns may not be on a hex adjacent to any other towns or cities. If the player has the Urbanize action he may urbanize any town (including a new town he just placed after paying the \$3 fee).

Game Length

The game ends after 8 turns (the 4 player end).

Four Corners

3-5 players

Building the railroads in the Four Corners area of the United States was a challenging proposition, requiring connections across the territories to ensure equal distribution of goods to the new residents there. Your challenge is to create a balanced network that straddles the area. *Four Corners* is an excellent beginner map for *Steam* players, with the only rule tweak being the bonus for turning in a set of four different cubes.

Setup

Place two random cubes on each city.

Deliveries

When a cube is delivered, the player delivering that cube keeps it in front of them. Whenever a player gets four different colored cubes, he immediately turns in those cubes and instantly gets four (4) additional income or VPs (the player decides which track to add them to).

Be sure to buy these other great games and expansions directly from Bézier Games at <http://games.bezier.com>

Expansions for Steam

1867 Georgia Reconstruction, South Carolina & Oklahoma Land rush deal with the immediate aftermath of the civil war and its dramatic and challenging effect on railroads. 2-6 players.

Vermont, New Hampshire & Central New England shows just how tough it is to build in the season-changing Northeast. Vermont & New Hampshire are for 3-4 players, while Central New England is for up to 8 players.

Secret Blueprints of Steam Plans 1 & 2 is a set of blueprints that you'll need to secretly complete in order to prove you're worthy of gaining a lucrative track-building contract. A unique twist on Age of Steam gameplay for 3-4 players.

Mississippi Steamboats & Golden Spike features competition to build and deliver goods to steamboats which are moving up and down the Mississippi River and a team-based fight to reach Promontory in the American West. 3-6 players.

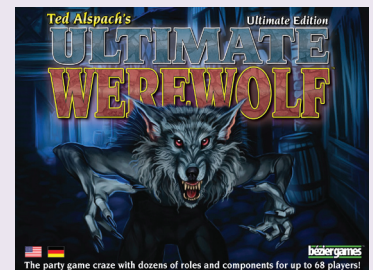
America & Europe features delivering goods across the United States and Canada using a government-subsidized locomotive and building an entire network through Europe utilizing high-speed track for bonus income. 3-6 players.

Barbados & St. Lucia will challenge you to build a successful railroad in either solo play or against a single opponent, keeping the full flavor and fun of the game intact. 1-2 players.

Jamaica & Puerto Rico includes a battle between you and one other player for control of the limited goods available, and a solo player challenge to try to build a profitable railroad. 1-2 players.

Disco Inferno & Soul Train features empty cities that "burn to the ground" when goods are emptied out of them and a unique "flip" map that has you moving goods from the underworld to Earth before they arrive for their final destination in heaven. 3-6 players.

1830's Pennsylvania & Northern California includes a PA map with coal-producing western towns and coal gobbling Eastern cities, as well as look at the rail expansion in the Bay Area where bridges cross the San Francisco Bay for one of the toughest maps you'll ever play. 3-6 players.



Ultimate Werewolf is the Ultimate Edition of the classic party game, where a once quiet village has to seek out and eliminate the werewolves among them before they're overrun by the furry beasts. Includes 80 role cards, moderator score pad and a giant rulebook with dozens of scenarios and alternate role descriptions. 5-68 players.

Beer & Pretzels lets you throw coasters and get money for doing it. How cool is that? Pretzel coasters give you money based on the type of pretzel. Beer coasters double your money. And Napkins clean up the mess by covering up other players' Beer and Pretzel coasters. It's fun, it's fast, and oddly compelling. 2-6 players.

Age of Steam® rules for Alabama Railways, Antebellum Louisiana & Four Corners

All the standard rules for Age of Steam apply unless stated below.

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2 players

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Setup

Remove the yellow and purple cubes from the game.

Remove cities E F G and H from the game.

Place 3 random (red, blue or black) cubes on each city.

Place random (red, blue or black) cubes on the production chart for white cities 1-6 and New Cities A B C and D. No red cubes may be placed on the column for New City A, and no blue cubes may be placed on the column for New City B.

Bidding for turn order

The first player to drop from the auction pays nothing.

Urbanization and Locomotive actions

The only available actions are the Urbanization and Locomotive actions.

Goods delivery

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Goods growth

Roll three dice for goods growth.

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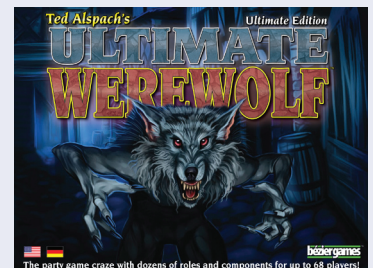
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Disco Inferno & Soul Train features empty cities that "burn to the ground" when goods are emptied out of them and a unique "flip" map that has you moving goods from the underworld to Earth before they arrive for their final destination in heaven. 3-6 players.

Sun & London features the ability to create towns any time existing track is upgraded on the map on the intensely unique Sun side, while the London side features outrageous Union Overtime Fees to make building a profitable system challenging. 3-6 players.

1830's Pennsylvania & Northern California includes a PA map with coal-producing western towns and coal gobbling Eastern cities, as well as look at the rail expansion in the Bay Area where bridges cross the San Francisco Bay for one of the toughest maps you'll ever play. 3-6 players.



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